

System and Method for Dynamic Knowledge Construction

Abstract of the Disclosure

A system and method responsive to input stimuli is provided by incorporating a computer software program, hardware processing engine, or a specialized ASIC chip processor apparatus to capture concurrent inputs that are responsive to training stimulation, store a model representing a synthesis of the captured inputs, and use the stored model to generate outputs in response to real-world stimulation. Human user forced-choice approval/disapproval generated descriptions and decisions may be dynamically mapped with conventionally presented information and sensor and control data. The model mapping is stored into and out of a conventional mass storage device, such as is used in a relational database for use in generating a response to the stimuli. By accessing commonly stored mappings, the system can be incorporated into a mixture of multiple domains and disciplines of users and can create a common understanding of knowledge and design concept contained within it through mutual interaction, and subsequent automatic modifications to a common relational database. The system and method is applicable to conventional storage and presentation devices, making it easily incorporated into a variety of commercial products, utilizing current commercial human-machine interfaces (e.g. Human-Machine Interface graphical user interface, or Graphical User Interface) and current mass storage devices. The system uses N-dimensional descriptions of observations and concepts in an infinitely expandable space, embracing elements of human thought. This allows the user to tailor this system to control operation of automated devices and appliances to reflect the individual's wishes and desires as a dynamic representation and mapping of user descriptions and decisions with information, sensor data, and device controls.